# Ranking Methodologies 

 (and a few extra bits)Ian Hamilton

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## This is where I started...



## ...then I lived here...



## ...and here...



## ...and here...



## ...and here...



## ...and here...



## ...and here...



## ...and here...



## ...and the one place on earth I swore l'd never end up was here. (fail)



## Bradley Terry

In the context of tournaments, the probability that team $i$ beats team $j$ is given by

$$
P(i \succ j)=\frac{\pi_{i}}{\pi_{i}+\pi_{j}}
$$

where $\pi_{i}$ is positive-valued, and can be thought of as a parameter reflecting the strength of team $i$.

Zermelo (1929), Bradley \& Terry (1952)

## Extension to include ties

$$
\begin{aligned}
& P(i \succ j)=\frac{\pi_{i}}{\pi_{i}+\pi_{j}+\nu \sqrt{\pi_{i} \pi_{j}}} \\
& P(i \approx j)=\frac{\nu \sqrt{\pi_{i} \pi_{j}}}{\pi_{i}+\pi_{j}+\nu \sqrt{\pi_{i} \pi_{j}}}
\end{aligned}
$$

Davidson (1970)

## Extension to account for home advantage (order effects)

$$
\begin{aligned}
& P(i \succ j)=\frac{\pi_{i}}{\pi_{i}+\gamma \pi_{j}+\nu \sqrt{\pi_{i} \pi_{j}}} \\
& P(i \prec j)=\frac{\gamma \pi_{j}}{\pi_{i}+\gamma \pi_{j}+\nu \sqrt{\pi_{i} \pi_{j}}} \\
& P(i \approx j)=\frac{\nu \sqrt{\pi_{i} \pi_{j}}}{\pi_{i}+\gamma \pi_{j}+\nu \sqrt{\pi_{i} \pi_{j}}}
\end{aligned}
$$

Davidson \& Beaver (1977)

## Applying to 3 for a win, 1 for a draw

$$
\begin{aligned}
& P(i \succ j)=\frac{\pi_{i}}{\pi_{i}+\pi_{j}+\nu\left(\pi_{i} \pi_{j}\right)^{\frac{1}{3}}} \\
& P(i \approx j)=\frac{\nu\left(\pi_{i} \pi_{j}\right)^{\frac{1}{3}}}{\pi_{i}+\pi_{j}+\nu\left(\pi_{i} \pi_{j}\right)^{\frac{1}{3}}}
\end{aligned}
$$

See: alt-3.uk

Firth (2017)

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Q: Wouldn't it be nice if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin, and there was an actual tournament based on the results of these matches?

## Extensions

Q: Wouldn't it be nice if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin, and there was an actual tournament based on the results of these matches?

A: Daily Mail Trophy!

## Extensions

Q: Wouldn't it be nice (for me, at least) if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin, and there was an actual tournament based on the results of these matches, and the methodology they currently use could do with some serious improvement?

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Q: Wouldn't it be nice (for me, at least) if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin, and there was an actual tournament based on the results of these matches, and the methodology they currently use could do with some serious improvement?

A: Full house!

## Rugby union scoring rule

4 points for a win
2 points for a draw
0 points for a loss
1 bonus point for losing by less than seven points
1 bonus point for scoring four or more tries

## RASR (pronounced 'razor') - Ranking Algorithm for Schools Rugby

Part one: result outcome
$P($ team $i$ beats team $j$ by wide margin $) \propto \tau^{4} \pi_{i}^{4}$ $P($ team $i$ beats team $j$ by narrow margin $) \propto \kappa \tau^{3} \pi_{i}^{4} \pi_{j}$
$P($ team $i$ draws with team $j) \propto \nu \pi_{i}^{2} \pi_{j}^{2}$
$P($ team $j$ beats team $i$ by narrow margin $) \propto \frac{\kappa \pi_{i} \pi_{j}^{4}}{\tau^{3}}$
$P($ team $j$ beats team $i$ by wide margin $) \propto \frac{\pi_{j}^{4}}{\tau^{4}}$

RASR (pronounced 'razor') - Ranking Algorithm for Schools Rugby

Part two: try bonus outcome
$P($ team $i$ and team $j$ both gain try bonus point $) \propto \theta \pi_{i} \pi_{j}$
$P$ (only team $i$ gains try bonus point $) \propto \tau \pi_{i}$
$P($ only team $j$ gains try bonus point $) \propto \frac{\pi_{j}}{\tau}$
$P($ neither team gains try bonus point $) \propto \phi$

## RASR (pronounced 'razor') - Ranking Algorithm for Schools Rugby

Part three: Add a prior

## Example Methodological offshoot

A robust mean

$$
\mu=\frac{m}{\sum_{i}^{m} \frac{1}{1+\pi_{i}}}-1
$$

idea due to David Firth

## Areas of potential further study 1

Ranking theory

- Influential edges within B-T ranking
- Investigation of prior
- IQR over time
- Simulated same ability teams ranking
- Empirical similar ability teams ranking
- Home advantage - distance vs fixed
- Extending violations beyond pairwise to sub-tournaments of size $>2$
- PageRank $\approx$ RASR (Build on David Selby work, if he doesn't want to!)
- B-T explained in terms of moving down parameters of family of loss functions
- Is there an iterative form of LPPM that gives B-T?
- Philosophy of retrodictive vs predictive


## Areas of potential further study 2

Ranking applied

- European rugby (website)
- County championship cricket
- Influential liquidity providers in market system
- Time series of citations ranking (the rise of the economists)
- Schools ranking by pupil movements
- University Teaching ranking by pairwise survey comparison
- Using pairwise ranking to improve secular ranking e.g. Thomson Reuters Women
- Soft power index search in one country give website in another
- Twitter influence through Bradley-Terry

